IronWatch

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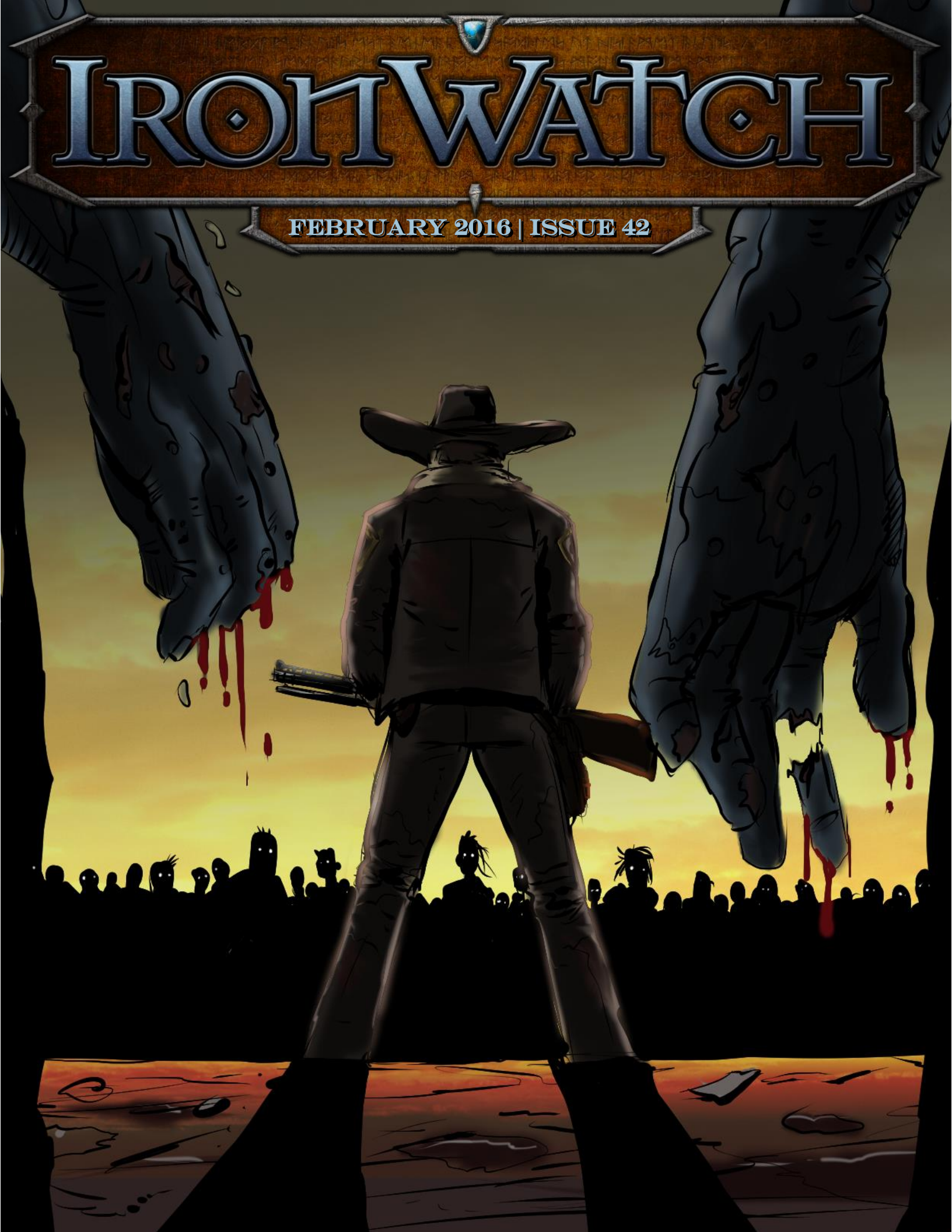

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ABYSSAL TIDINGS

A MESSAGE FROM THE EDITOR

Welcome to the halfway point for the fourth consecutive year of IRONWATCH fan magazine goodness! 2016 started off with a bang in terms of news, and we'll be covering news for The Walking Dead here and on our Facebook page as more information is released.

Warpath is marching right along, and we should be seeing some new sculpts on that front soon! While there's no news regarding it yet, I for one hope that we might see a similar campaign to Destiny of Kings for Warpath, as that seems to be immensely popular as well as provide an excellent source of fluff and stories for the Warpath universe we all so desperately crave.

For those of you playing Mantic games at home, send us your articles! We'd love to see battle reports, painting or modelling tutorials, opinions on units and armies, unboxing reviews, or anything else you might care to send us. Just email it to us and we'll be sure to include it in a future Ironwatch issue.

Once again, whether you're a new reader or an old veteran, thanks for reading this issue, and Welcome to the Watch!

-Austin

Cover art by Boris Samec
Title art by Mark Peasley

Contact us and submit articles at:
ironwatchmagazine@gmail.com

note that, while we here at **atch** *attempt to deliver you the roducts and ideas we can, we guarantee the balance of any ios or special rules presented If you find any errors, ar mistakes, or rule nces, please contact us on the Forums (Look for the sion labeled "Ironwatch Issue X ack") and let us know what we lo to improve your fan-produced ine. If you are interested in , illustrating, or editing for our ine, please let us know on the ck discussion as well so you can on the action!*

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TABLE OF CONTENTS

IRONWATCH

Iron Forge 5
See the amazing array of top tier paintjobs from our team of professional-quality painters.

The Mantic Calendar 15
Learn what Mantic related events and tournaments are upcoming in your area.

Advertisements 88
Our section where you can advertise your local Mantic game group or store for free!

KINGS OF WAR

The Brokkr, by Dave Johns 18
A true accounting of the Brokkr chapters, their impact on Mantica's nations, and how Dave has incorporated them into his Kings of War armies

Copter Tower, by Peter—"Tek Thornisson" 30
Peter steps us through how to create a massive tower, suitable for landing mechanical flying machines or even winged horrible monstrosities alike.

How-To Terrain: Forests, by Rob Phaneuf 70
The first in a series, Rob shows us how he makes detailed and yet versatile forest terrain for wargaming.

Creating a Banner, by Cedric Boudoya 81
Cedric, also known as "Boston Miniatures," steps us through how he makes his Kings of War banners for his forces

WARPATH

Forgefather Test Colors, by Peter Grose 84
Comparing old and new, both for model styles as well as color schemes for these stalwart space dwarves.

THE IRON FORGE

Welcome back to the Iron Forge.

On display this month for you we have:

- Cedric Boudoya, also known as "Boston Miniatures," with his collection of fantastic and unique Basilean Panther Riders and Paladins
- Marcel Popik, with a trio of impressive Deadzone Mercenaries

Keep tuned in next month for more fantastic models, and if you have some painted Mantic minis you'd like featured to possibly become an Iron Forge artist, please email high resolution photos of your miniatures to ironwatchmagazine@gmail.com.

Please include your name and/or Mantic forum name. You can also provide descriptions of your paint jobs and titles if you'd like!

Deadzone Plague Zombie by Paul Scott

Undead Wraith Troop by Christian Schlumpberger

CEDRIC BOUDOYA

Basilean Sisterhood Panther Lancers

This project was very ambitious! I knew what I really wanted to do with these models, but I was not expecting it to take so long after initially making them with five miniatures on each base. I read on forums and media that the recommended count for miniatures suggested to have at least six to make for a regiment of cavalry. This project was on and off for two months and I am finally glad to call it done. I made a few conversions on the tiger which was very easy, and used some green putty to make some extensions on the panther cheeks!

The color choices were very straightforward but difficult because of the expectation to make it look realistic: I looked online for pictures of different cats and the choices were quickly made, and the colors too.

There it was: Tigers, Lions, Cheetahs and Black Panthers. These miniatures are very unique and hopefully it will inspire you.

My recommendation is to take your time. Have multiple projects so if you get bored with painting cats, you can paint something else faster and go back to it later.

CEDRIC BOUDOYA

CEDRIC BOUDOYA

CEDRIC BOUDOYA

The picture details for the panther riders doesn't really do justice to the models, as I had to take those with my phone!

Basilean Paladin

The army is growing and growing, and the Paladins are entering the march to war against all evil! I decided to multibase them to give a more realistic look of what these mighty warriors might really be!

The commander in the back is standing watching the battle unfold from the mound. He is the literal king of the hill. To make his conversion all I had to do was to invert the sword and the pommel. Hey! A very quick and effective conversion.

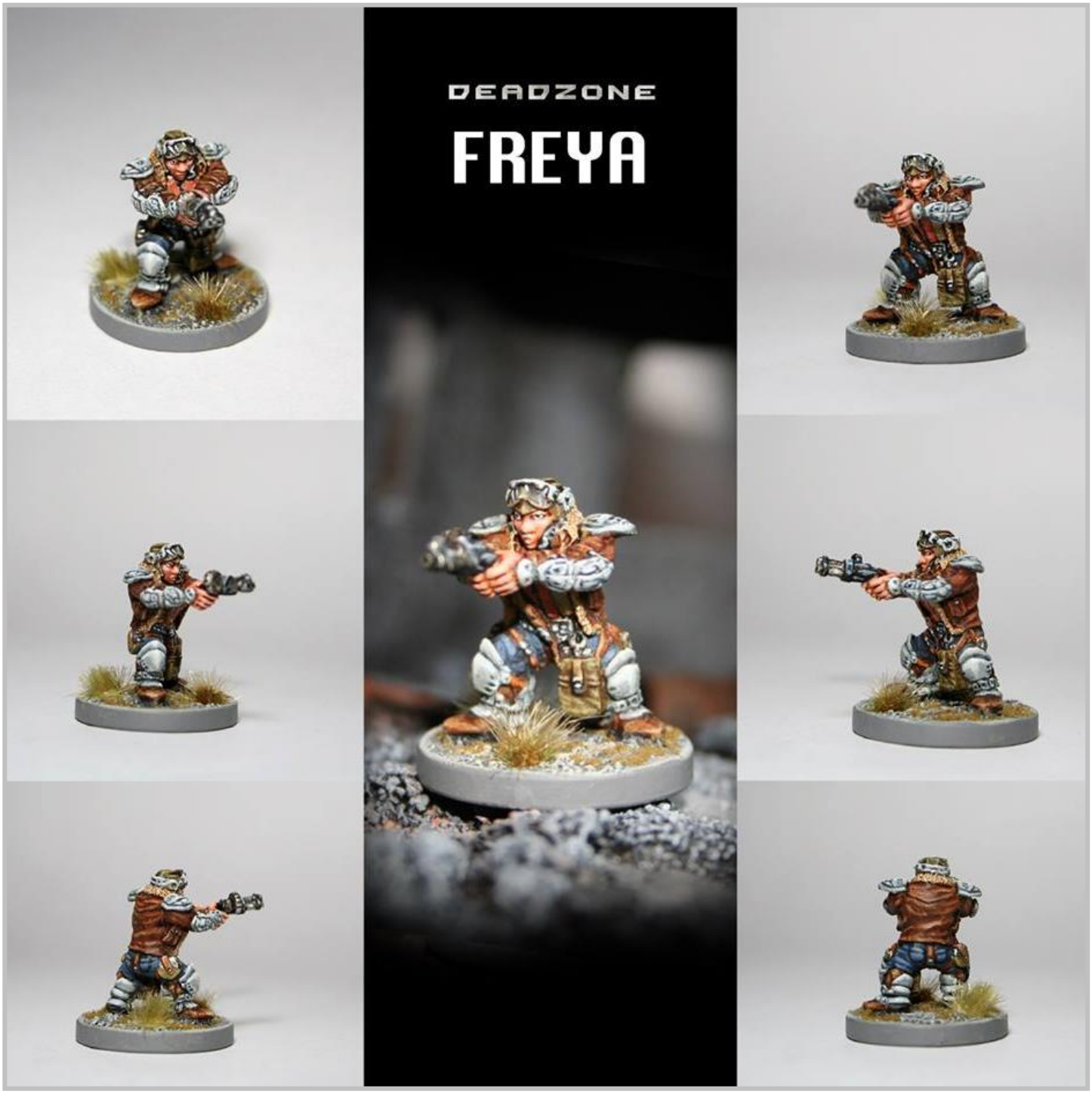
Kings of War has really grown and I'm always excited to see more dioramas made playable everywhere!

Happy painting!

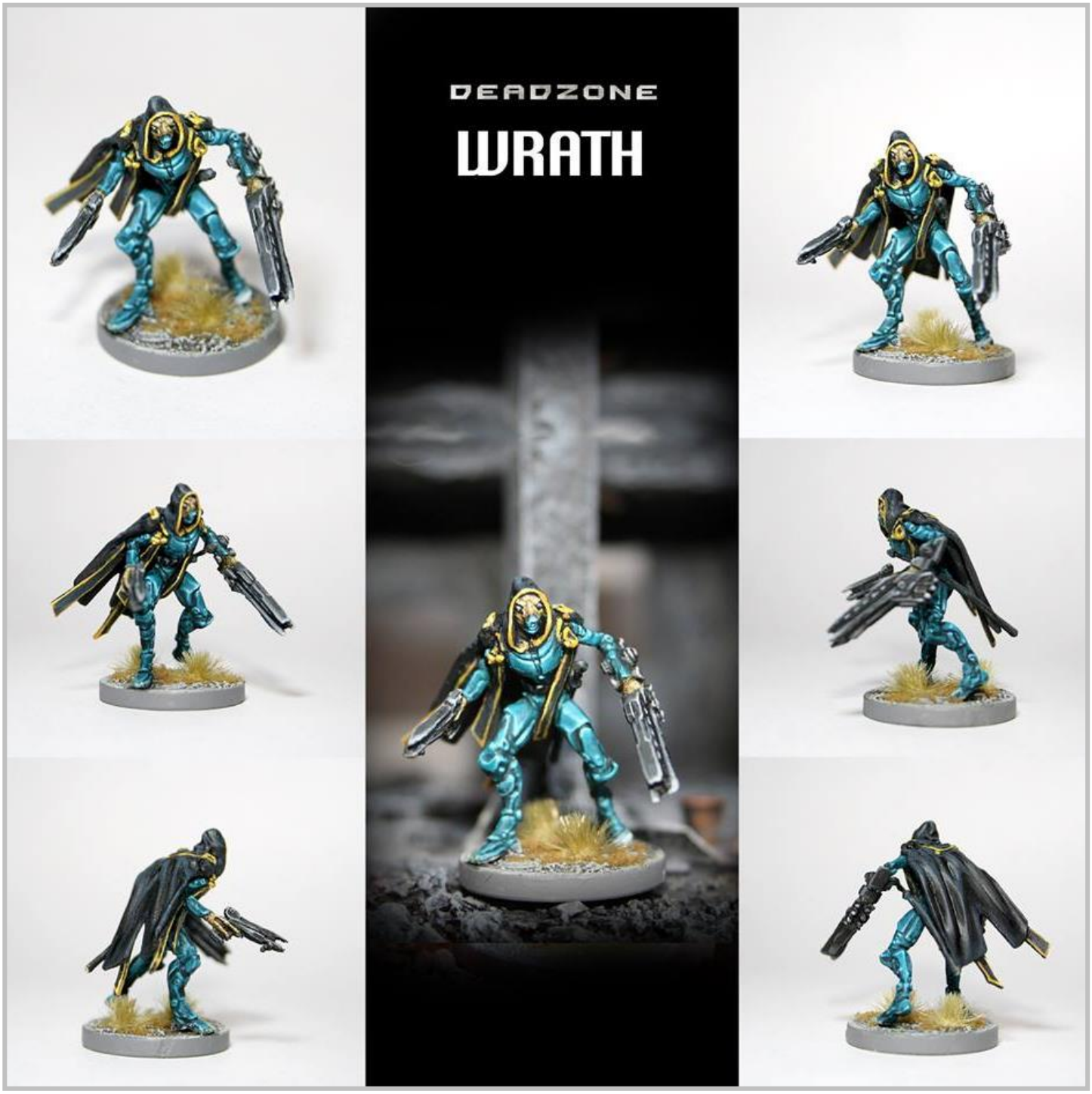
CEDRIC BOUDOYA

CEDRIC BOUDOYA

MARCEL POPIK



MARCEL POPIK



MARCEL POPIK

Ogre Shooters by "Azazel"

MANTIC CALENDAR

If you have Mantic-related events or tournaments you'd like to add, please PM Matt Gilbert or Austin Peasley on the forums or **email us** with your event's date, time, location, cost, a brief description, and a URL for more information.

Please note that this list is not exhaustive and indicates where Mantic games are being enjoyed, and not necessarily where Mantic will be making an official appearance (Save for the Mantic HQ, of course!).

February

2/20 **(Madrid) Torneo de Kings of War (Arkania)**
From 8:00 AM to 8:00 PM
Pendiente de confirmar (To be confirmed)
Arkania, Calle de los Reyes Magos, 23, 28007 Madrid, Madrid, España

Deadzone Plague Zombies by Boris Samec

2/27 **(Málaga) Regional de Andalucía de Kings of War**

La inscripción es de 12€ y con esta inscripción se sufragará el coste de organización, se destinará una parte al Spanish Team (equipo español que se formará para torneos internacionales) y para premios. (The inscription is 12 € and the cost of this registration organization shall bear a part to Spanish Team (Spanish team will be formed to international tournaments) and awards will go .)
Primer regional del año 2016 en el calendario de los Pathfinders de España. (2016 regional first in the calendar of the Pathfinders of Spain.)
Pabellón Polideportivo "El Limón", Alhaurín de la Torre, Málaga, España

March

3/4 **OH Con**

From 9:30 AM on 3/4/16 to 5:00 PM on 3/6/16
Registration is $15-$50, depending on the events you want to enter.
Park Inn (by Radison) 101 North Summit Street, Toledo OH 43604

3/18 **Manticon**
From 2:00 PM on 3/18/16 to 4:00 PM on 3/20/16
Registration is $40
Kings of War Tournament, plus casual games & demos on Friday and Sunday. Don't forget a game & miniature fair (buying, selling, trading) as well as an auction.
Henry Horton State Park, 4209 Nashville Hwy, Chapel Hill, TN 37034, United States

3/19 **(Madrid) Tourneo de Kings of War (Quimera)**
From 8:00 AM to 8:00 PM
Quimera, Calle de Jorge Juan, 112, 28028 Madrid, Madrid, España

3/30 **Adepticon**
From 7:00 PM on 3/30/16 to 4:00 PM on 4/3/16
Registration is from $25-$100, depending on the type of Badge.
Quite simply one of the biggest events in wargaming, with tons of games, seminars, tutorials, deals, and more to see and enjoy.
Renaissance Schaumburg Convention Center Hotel, 1551 Thoreau Dr N, Schaumburg, IL 60173, United States

Deadzone Chovar by "C.M. Minis"

April

4/17 **(Madrid) Torneo de Kings of War (GTS)**
From 8:00 AM to 8:00 PM
GOBLINTRADER STORE, Calle Enrique Fuentes, 22, 28026 Madrid, Madrid, España

Steel Behemoth take 2. A Warpath Forge Father cannon stripped and given flames and dribbling oil to show its flame spitting ability.

THE BROKKR

By Dave Johns

The following is taken from:
A Brief Guide to the Races of Mantica by The Lady Egwene Lauceston.
Travels in Ophidia by Laurence Lauceston
Ophidian Politics - A Primer by Ahhak Ahhakbul

Note: In Brokkr terminology 'The Brokkr' is the entirety of Brokkr Chapters, whereas 'Brokkr' refers to a single Chapter of Brokkr.

The Brokkr
Never Trust a Broken Mirror

Never trust a broken mirror. A seemingly old fashioned expression that was originally *Never trust a Brokkr mirror.* Brokkr mirrors were made long before the God wars and were famous for their ability to distort any given reflection, or indeed any thought.

Children would have Brokkr mirrors that would show them as great heroes or villains from myths and legends. The mirrors were frequently given as gifts to loved ones where they would always show their user in the best light. Brokkr mirrors also had many less auspicious uses, including; spying, subtly changing the viewpoint of their user, and

helping the users forget various aspects of their life. Infamously, Brokkr memory mirrors could 'hide' people's memories of Brokkr, enabling the Brokkr themselves to come and go as they wished. In short, Brokkr mirrors can and do steal memories of meetings and even sightings of the Brokkr, enabling the Brokkr to hide in plain sight.

The Brokkr mirrors are a demonstration of the mindset of Brokkr chapters. A group that values secrecy and wishes to keep itself apart from the politics and wars of Mantica. A race of gifted craftsmen that are able to use Elemental magics. A race that keeps its aims and desires to itself through peaceable means but has weapons that are capable of genocide. An enigma.

Given the above it is very difficult to find accurate information about Brokkrs. The brief summary that follows has been culled from historical references held in the Halls of Basilea and a few of the more recent journals smuggled out of Ophidia.

Brokkr engineering.

Brokkr are the technological pioneers of the dwarven empires, consisting of both engineers and stone priests that work together on what some refer to as *grotesque machines of death and destruction*. Equally,

Steel Behemoth, a Warpath Orc trike with flames to represent spitting fire.

Iron Guard, Forge Fathers from Deadzone with the Diadem of Dragonkind.

they create many thousands of magical artefacts, and jewelry of an outstanding beauty. A beauty that beguiles both the wearer and the onlooker. It has been theorized that the glass of the Fenulian mirror was Brokkr made, indeed some go further and insinuate that the mirror was flawed and represented only a Dwarven view of the many futures available.

Brock Riders. On bikes (obviously!) and with a Brew of Haste.

King/Chief Brokkr with the Wings of the Honeymaze.

Brokkr Politics.

Brokkr are known to operate in distinctly disparate Chapters. Each Chapter is lead by the long lived Stone Priests who guide the group in the search for engineering prowess and the search for dwarven magical artefacts. This loose knit community is part of a greater community that works to reclaim the dwarf artefacts of old, cleansing those artefacts of the foulness of the God Wars and the effects of Winter. The Brokkr are sometimes referred to as the Forty, the reasoning behind this is beyond the scope of this article.

Brokkr Army

There is no standing army among The Brokkr or indeed Brokkr. Given the technological advantage of the chapters this is fortunate, a Brokkr army alongside rank and file troops would be unstoppable. Brokkr chapters do occasionally appear on battlefields, although there appears to be no logic to these appearances.

There has been some supposition that these rare appearances on the battlefield coincide with the disappearance, and more strangely reappearance, of valued artefacts. Unfortunately this cannot be proven due to prevalence of the aforementioned Brokkr mirrors.

Politics, allegiances, enemies.

The politics are similar to those of clans throughout Mantica with the exception that the leaders (always Stone Priests) are chosen for their work in areas of engineering. Each leader (Chief Brokkr) must demonstrate that they have *'Added something new to the body of the engineering lore of The Brokkr.'*. As mentioned previously The Brokkr have no known political or racial allegiances, although scholars have noted that those races most technologically superior at any given time are 'probably' linked with Brokkrs.

The Journals of the Ophidian Empire identifies the Brokkrs as a hated enemy, clearly stating their hatred of *' Their foul and unnatural machines that go against all nature.'* In a further reference it is stated *'Their (Brokkr) machines gout a cursed flame across our dead cousins leaving them as glowing flesh cleansed skeletons that are extinguished of all life, in any form.... it is justified that these (Brokkr) that must be cleansed from the borders of Ophidia.'*

There are also references to the Brokkr Forty in Ophidian literature, some sections refer to the Brokkr homeland as the mountains on the borders of Ophidia. Researchers would do well to refer to Ophidian lore as it contains far more references to this enigmatic group than any other race. The casual reader should be reminded that Ophidians have little use for mirrors, Brokkr or otherwise!

Footnotes.

A more recent discovery is of a mirror that can steal memories of artefacts that are Brokkr crafted. Thus allowing for the 'repatriation' of a Brokkr artefact without the owner even being aware that the artefact existed.

The student of Brokkrs should be record all findings instantly and use only water based or Elven based mirrors - or risk wasting their time.

Recent disclosures have suggested that the Brokkr are a political entity that actively

Brokkr Rangers with Bolt bike modified from the Deadzone bike, Jar of the Four winds represents a 36"

Flame belchers from modified Organ guns, I'll be modifying these to have proper wheels.

King/Chief Brokkr on a large beast.

works divisively. These disclosures go further and suggest that the Brokkr involvement with the mirror of Fenulian was part of a wider scheme to divide the secure political entity of the (then) Mantican world.

******

My Brokkr army

My first dwarf army was speed painted to get me playing KoW. As I started to get to grips with the game the need to theme the army began to play on my mind. I was also unhappy with the standard of painting on my original units. Ideas came and went, discarded for one reason or another until I started playing Brokkr in Deadzone. For those of you that don't know Brokkr are part of the Forge Fathers, a group of sci fi dwarves that turn up for no identifiable reason and no one knows their purpose or where they come from. A perfect theme for a minor Mantican race.

My thoughts then turned to making The Brokkr fit into the Mantican world. I needed a story so that I had a background on which I could re-model my dwarf army. At first I was looking around for steam punk dwarves but these felt wrong and looked, well, steam punk. It then it occurred to me that I could just use Deadzone and Warpath models to recreate The Brokkr in Mantica. A section in the army lists was enough to give this idea some credence.

These innovative fighting vehicles are powered by the black blood of the earth...and equipped with flame spitting weaponry.

Elemental Hordes

This indicates that the cutting edge of dwarf technology is not steam but oil. Of course this cutting edge applied to Empire and free dwarves. What of the Brokkr? Surely they'd be even more advanced? Having rationalized my fluff I had to build the army so that my opponents could see the image and idea I was trying to project.

Thankfully KoW lends itself to this type of scheme. Ironguard with the Diadem of Dragonkind can become fully armored warriors with flamethrowers. Berserkers with pistols are Brokkr with Kaba's Holy Hand Grenades and so on. Although some units just don't fit: For example, Bulwarkers.

I'd already modified some Organ guns to be Flame Belchers and made my own Drillers, so it was just a case of making sure every unit was WYSIWYG for my opponent. The pictures in this article should tell the story of the army. My final unit will be a horde of riflemen with Gatling Guns and the Heart Seeking Chant.

A small request to Mantic: Please sell the Deadzone bikers separately, and produce more Brokkrs!▪

Characters

Berserkers with Kaba's Holy hand grenades - Deadzone Brokkrs!

And finally my favorites: Drillers!

The army ready for battle.

COPTER TOWER

By Peter—"Tek Thornisson"

Editor's Note: Peter has been kind enough to send us several terrain-making tutorials for the next few issues. While they don't have step-by-step written overviews, the materials are simple, and a picture (of a tutorial step) is worth a thousand words!

"I work until now only with high-density polystyrene-often colored has a smooth, tough structure.

The only special tool I use is a desktop foam cutter from Proxxon.

The other tools all modelers have at home:

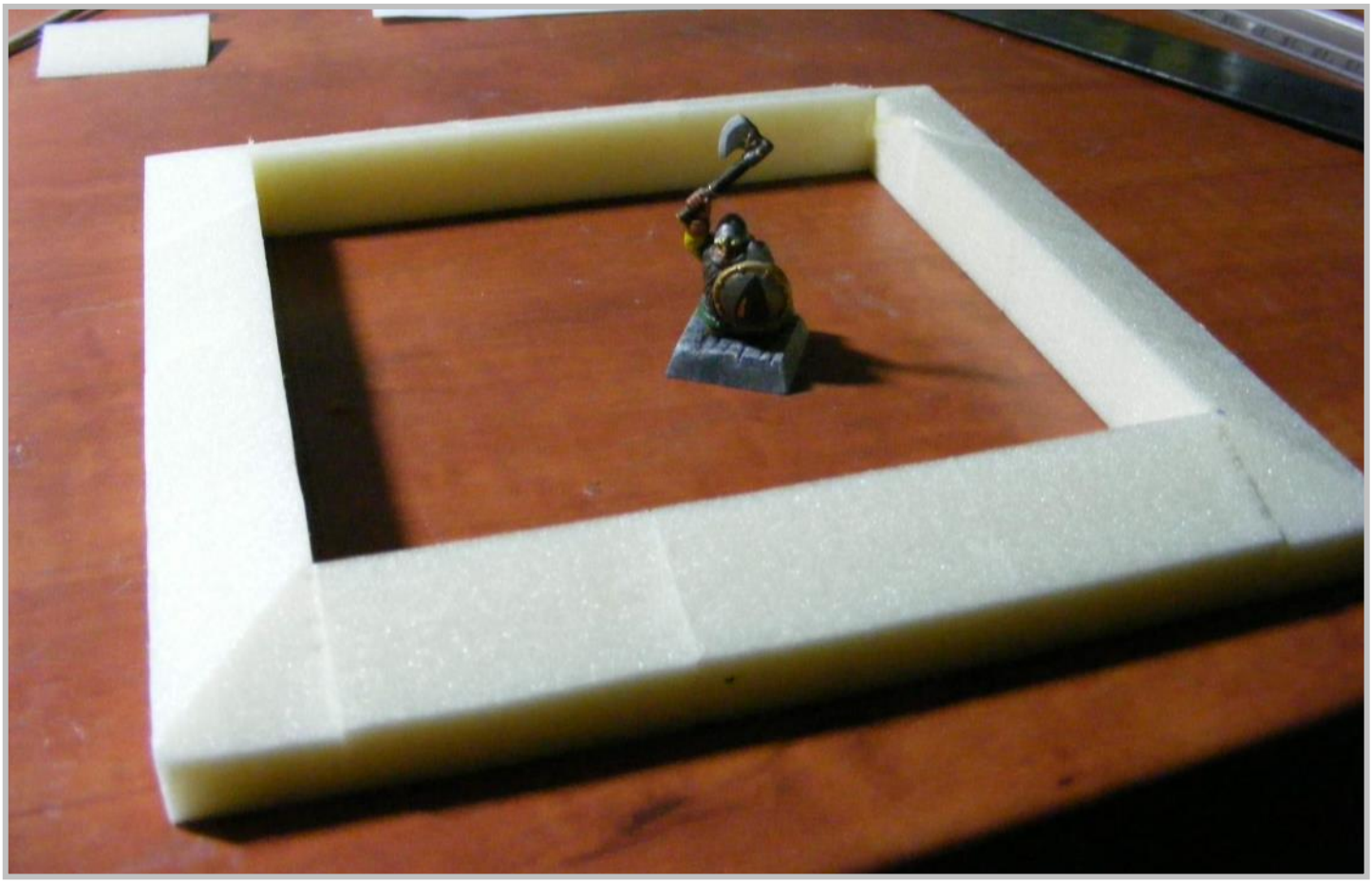
- *Retractable knife*
- *Scalpel with disposable blades (for very detailed cutting)*
- *Brushes*
- *Pencil*
- *Toothpick*

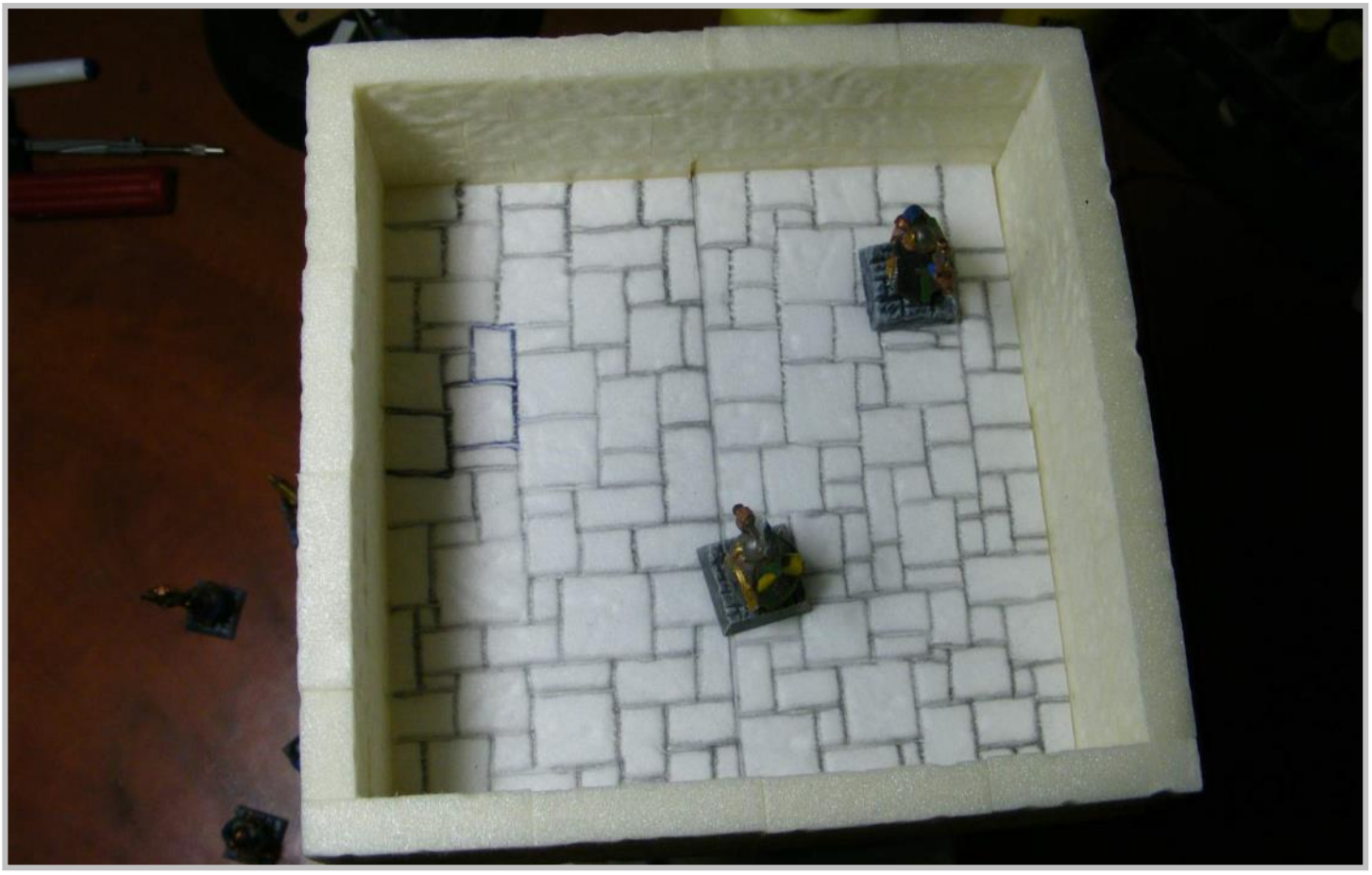
And endless imagination!"

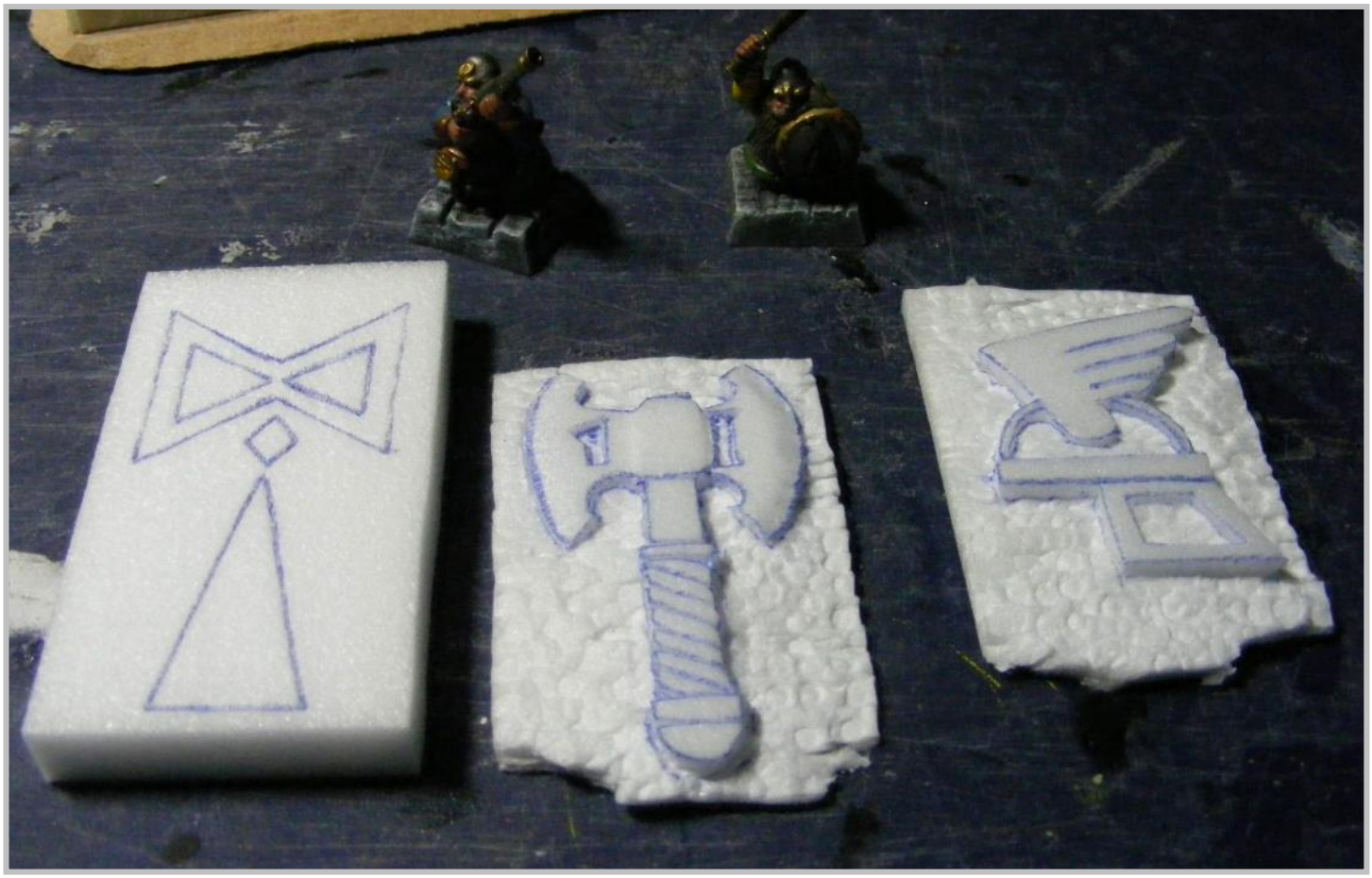
Peter's other notes for this build:

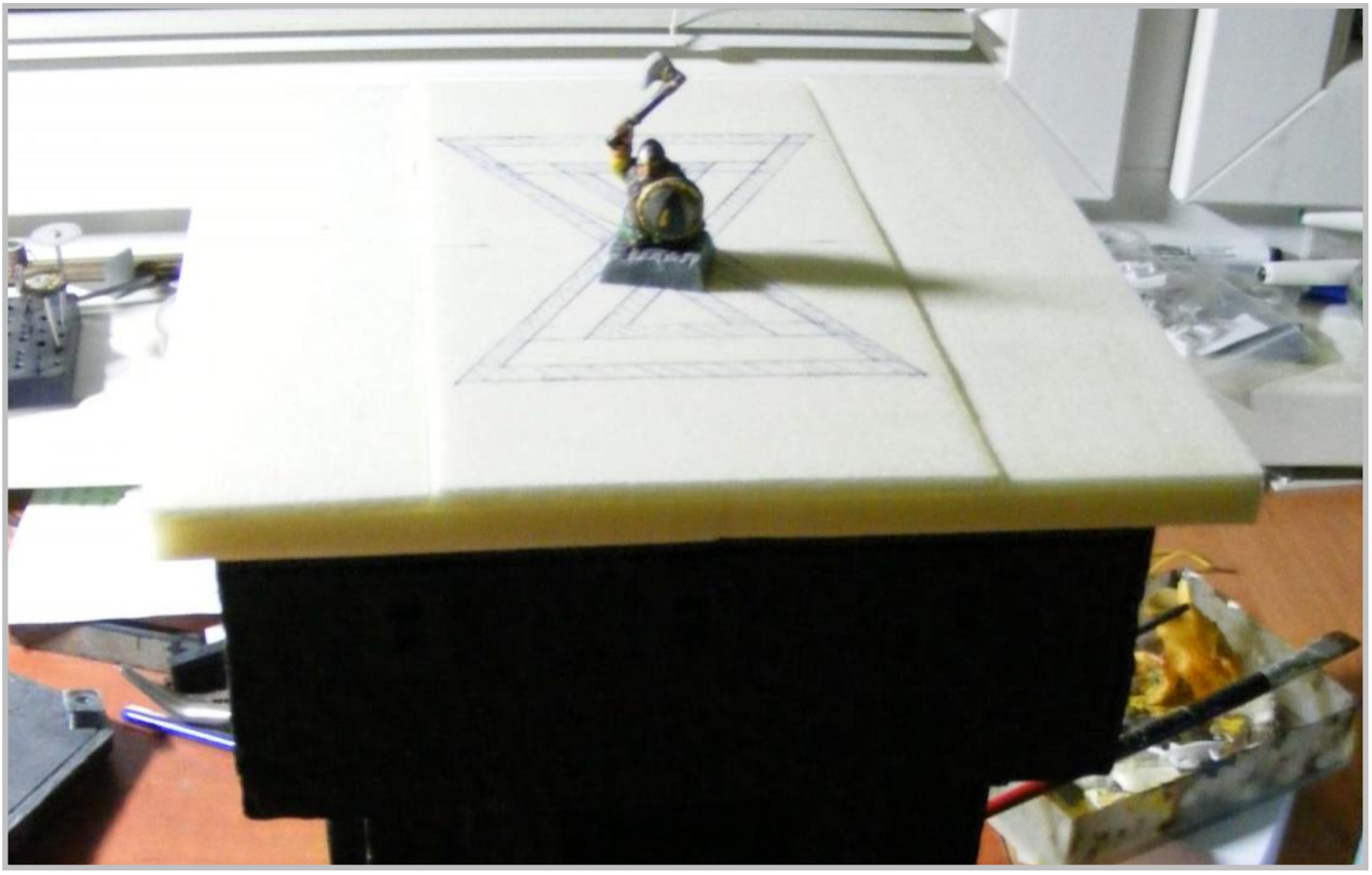
"This was for another wargame, where dwarfs have gyrocopters. However, it's no problem use it in KoW as a classic Watch-Guard tower, with a dwarf theme.

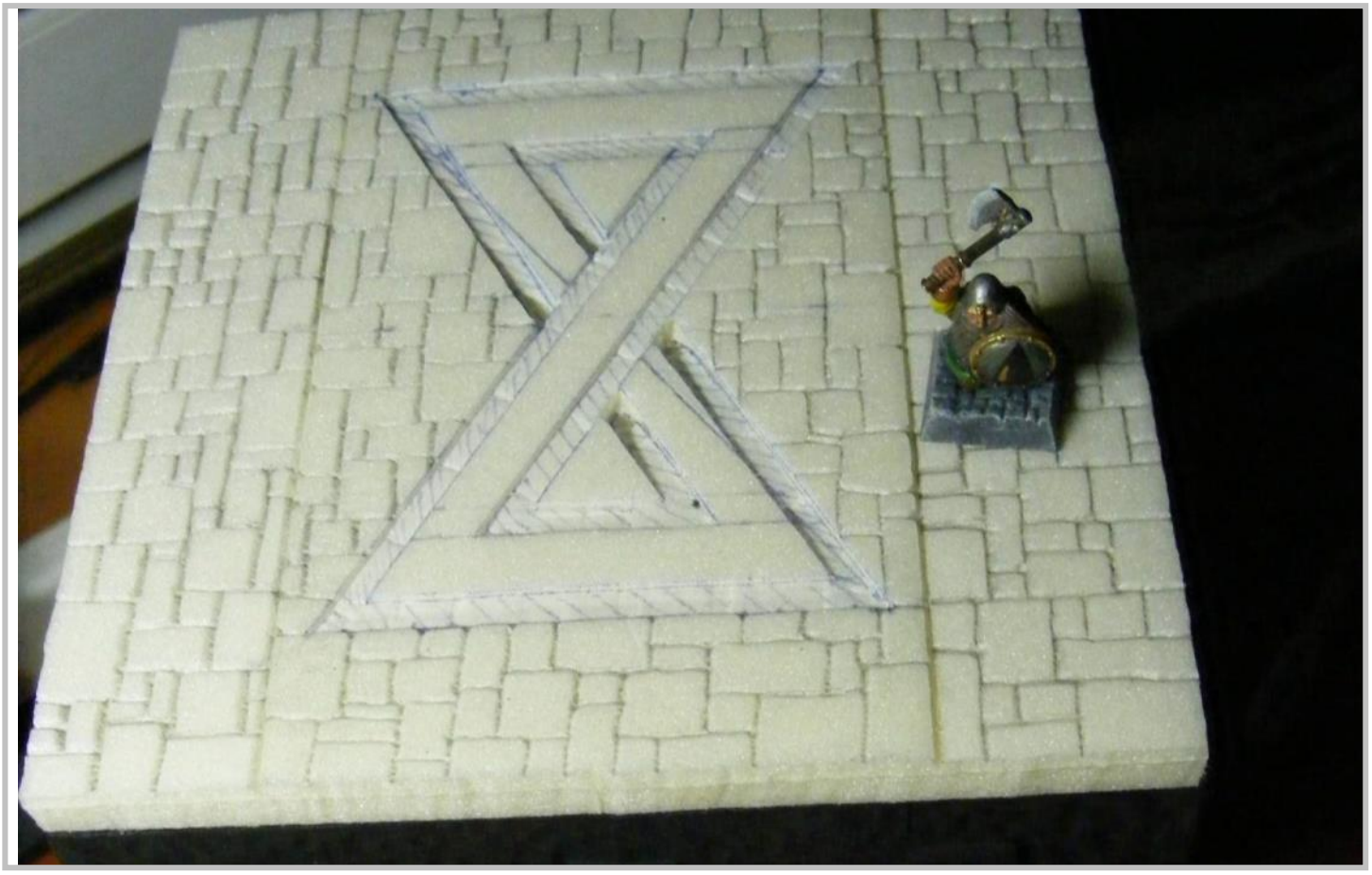
This was built in the same system as my other terrain houses: MDF base, high density polystyrene for walls and details, acrylic paints, sand for ground around tower, static grass, bushes, and small pine trees."▪











HOW-TO TERRAIN: FORESTS

By Rob Phaneuf

Introduction

I love and appreciate the beauty of a great looking war gaming table. Beautiful terrain is the perfect backdrop for an epic clash of painted armies. It affords us an opportunity to escape reality and makes us feel as if we are standing on the battlefield with our army. Over the last few years, I have had the good fortune to attend a number of great events and play some games with some wonderful hobbyists.

Along the way, I have picked up a few tips and developed some of my own for making great looking terrain for your table. In this series, I will share my thoughts and provide instruction on building the basic terrain pieces needed for playing Kings of War. Throughout the series, we will build a great looking table piece by piece. With a little time and effort, anyone can have a great looking gaming table.

Forests

In this first installment, I am going to tackle one of the most useful pieces of terrain you can make for your war gaming table, a forest. They are integral to Kings of War as they provide both Difficult Terrain and Line of Sight blocking. My goal for every piece of terrain is to make it as realistic as possible without comprising its' playability. This is

An example of peg-based forest stands; In this case, palm trees

never truer than with Forests. It is a balancing act between making something beautiful and something functional and durable.

For starters, the trees need to be removable for the practicality of moving ranked units through the forest. We also need an easy way to mark the edge of the forest so we know whether a unit is in the forest or not. Finally, we need it to look like a dense forest and not simply three trees on a piece of green felt. I have tried a number of different methods including putting pegs into the bottom of the trees, which push fit into a forest base. This is great if you have very tall, top heavy trees like Palm Trees. The trees are very stable and yet are still removable. However, it is an awful lot of work and most of the time it is overkill.

I have also gone the route of basing all the trees individually and placing them on a forest base of textured MDF. This type of forest is easy to game with and allows the flexibility to add more forests by simply reducing the number of trees on each base. However, the trees do not really group well together or blend in with the forest base.

The peg-base method

An example of individually-based trees

The result is not the cohesive, dense looking forest I was shooting for.

After a number of trial and errors, I have settled on a forest mounted on ¼" MDF that is organically "sliced" into 4 sections. As the units move through the forest, "slices" can be removed leaving behind a MDF template for the footprint of the forest. The pictures below shows what the final forest looks like.

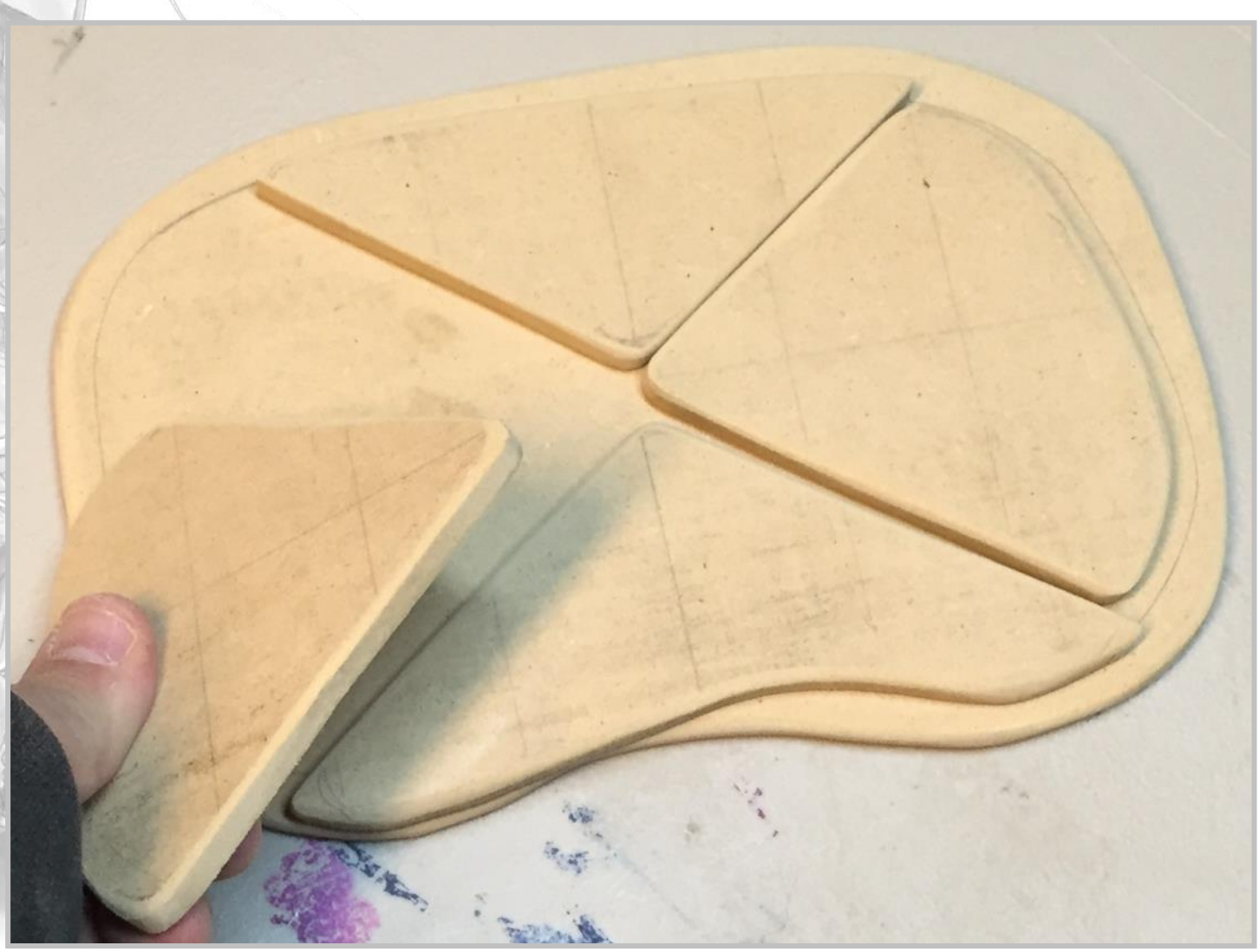
Step One – Materials

Here is a list of materials that I used to make my forest. The list assumes you already have common supplies like glue and brushes. Feel free to substitute to whatever brands you prefer or materials you already have on hand.

- ¼" Medium Density Fiberboard - I prefer to buy this as a 2' x 4' sheet from a big box DIY store
- Sand - My preference is builder sand as it is coarser and will include small pebbles
- Earth Brown Camouflage Spray Paint
- Raw Umber Paint - Can use in lieu of the Spray Paint
- Raw Sienna Paint
- Dark Grey and Grey Craft Paint
- Bachmann Scenescapes 4"-6" (O Scale) Spruce and Cedar trees
- Farm Pasture Texture Blend
- 2mm Late Summer Static Grass
- Super Turf – Dark and Medium Green
- Grass Tufts
- Summer Flowers

Step Two – The Base

I specifically chose ¼" MDF for the base as I have found that it is thick enough that it will not warp when slathered in glue and paint. Start by drawing out your top piece (the part attached to the trees) on paper. Play around with the size and shape until you are happy with the result. Next, cut out your pattern and trace it onto the MDF.



Cut it out the top piece with a jigsaw (do not cut it into multiple pieces yet). Create the bottom base by tracing the top piece onto the MDF and then add a uniform boarder all the way around. Cut out the bottom base and split the top into 4 pieces with a jigsaw. Sand and bevel the edges with a palm sander using 220 grit sandpaper. One alternation you could make to the project is to use a piece of felt under the top piece to mark the footprint of the forest.

Step Three – Mount the Trees

I chose to use 4" to 6" spruce and cedar trees from Bachmann Trains. You can however use any store bought tree you would like or you could build your own. Just keep in mind you generally want to use trees that are O Scale (1:48) in size as they fit in best with 28mm models.

You also want trees in varying heights and species to add visual interest to your forest. Start by gluing the trees to their plastic bases and then glue the plastic base down to the MDF base with CA glue. Take a little extra time here to make sure that you fill out the base. Your goal is to make a forest that you cannot see through. I find that the trees look best when grouped in odd numbers. Also, make sure to handle the trees by their trunks to avoid rubbing off too much of the flock.

Step Four – Sand and Rocks

Start by adding extra detail to the base by gluing down resin rock castings or pieces of actual rocks with CA glue. This step, while not necessary, adds a little spice to the base by breaking up the flat surfaces. Continue by covering the base with PVA glue followed by sand. Keep in mind on the bottom base you only want sand on the area that sticks out past the top piece or you run the risk that your forest "slices" will not sit flat.

Step Five – Paint

Since we are going to completely cover the base with flocking material, do not waste too much time on the paint job. Spray paint the entire base with Rustoleum Earth Brown Camouflage paint. You could also substitute the spray paint for a Raw Umber (Dark Brown) brush on paint. Next lightly dry brush across the surface of the sand with Raw Sienna to highlight the texture of the sand. Finally pick out any rock formations with Dark Gray paint followed by a dry brush of Gray paint.

Step Six – Texture

The key to this step is multiple layers of texture. For this step I only flocked the top piece which is attached to the trees. Start by covering the entire surface with full strength PVA glue. Then cover the glue with a layer of Farm Pasture Texture Blend. This is a blend of several shades of flocks and textures, which make the perfect forest floor.

Feel free to experiment and use your own blend of flock on this step. After the glue has dried coat the edge of the surface with watered down PVA glue and apply 2mm Late Summer Static Grass. The goal of this step is to make the grass look like it naturally stops at the tree line rather than a perfect circle around the trees. Try to avoid having a uniform ring of grass around the trees by having the grass penetrate deeper into the woods in a few places.

Once the glue is dry it is time to add bushes by using dark and medium green Super Turf. You could also use lichen in lieu of Super Turf. Take a pinch of Super Turf and soak it with a mixture of 50% water and 50% PVA glue. Form the wet Super Turf into a ball and apply it onto a patch of PVA glue applied to the surface. Continue to apply the Super

Turf building up the bushes under the trees until you are happy with the results. After the glue is dry add some grass tufts and flowers to the base with a drop of CA Glue.

Finally, after everything is completely dry hit the whole piece with matte varnish to lock everything in and dull down any shine left from the PVA glue. ▪

CREATING A BANNER

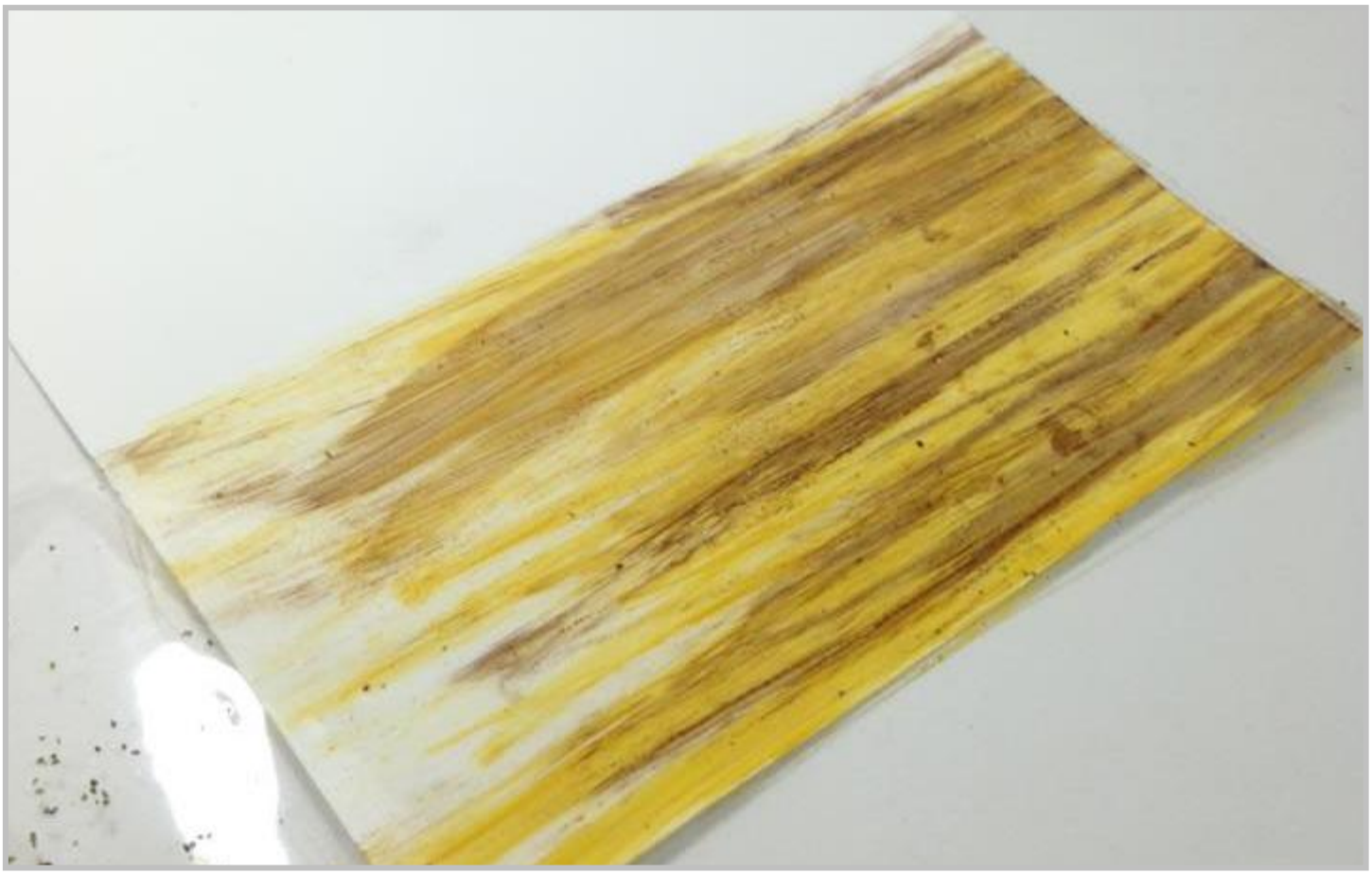
By Cedric Boudoya

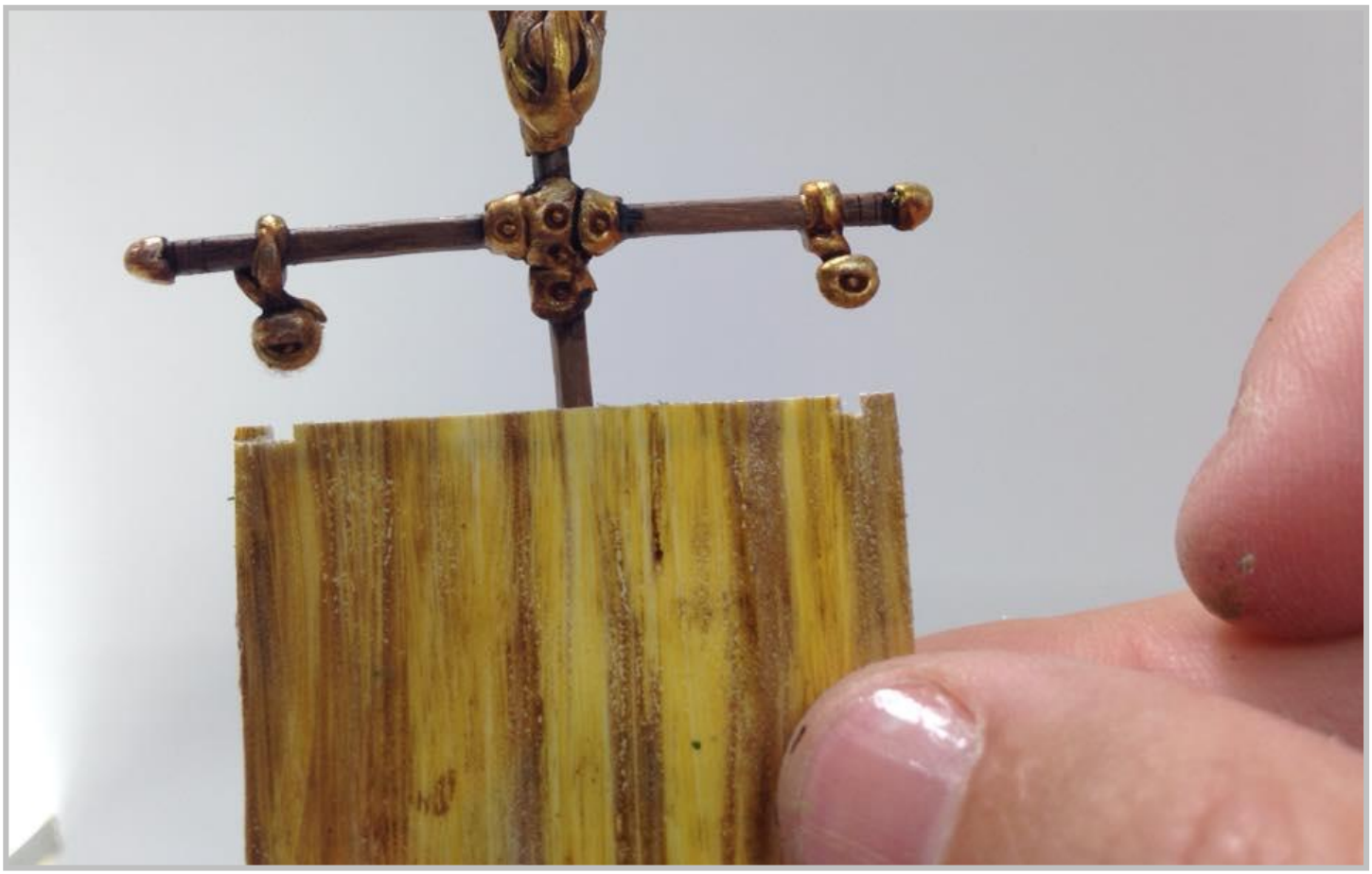
To create this banner, I first went on my computer and searched for some images of the Phoenix to tie to the Basilean army. Once I was happy with the design I made a print, 2" x 1.5".

Next, I used some large tape to protect the print. On the other side I applied a couple of colors using vertical strokes. Once the paint was dry, I applied more tape. Optionally you can use some super glue to seal the tape once it's cut to size.

The standard is then warped a little bit to give a more natural effect. Using my hobby knife, two slots are cut to make a stronger bond to the pole when the superglue is applied. It took me less than 10 minutes the first time and much less the second time.

Give it a try, and I will for sure make more for the rest of my armies!▪





FORGEFATHER TEST COLORS

By Peter Grose

With Warpath funded and about to add tanks to my collection of unpainted miniatures, it really was time to start to work on my Forge Fathers army. Now my interest in space dwarfs goes back to my college years so I was delighted to see Mantic release some in their first attempt at a science fiction game.

While I liked them, I wasn't excited by the sculpts. I do own more than a few of them and plan to unit base them so they won't be ignored. The new stuff on the other hand is very exciting and lots of fun to paint. While I started test painting with the red and white of my fantasy dwarf army I quickly decided to go with more earth tones as camouflage and to better suit their character of galactic miners.

So far I'm liking the way they've been coming out and look forward to seeing tanks sporting similar hues. Now I've got to get more infantry assembled to support those Forge Guard. ▪

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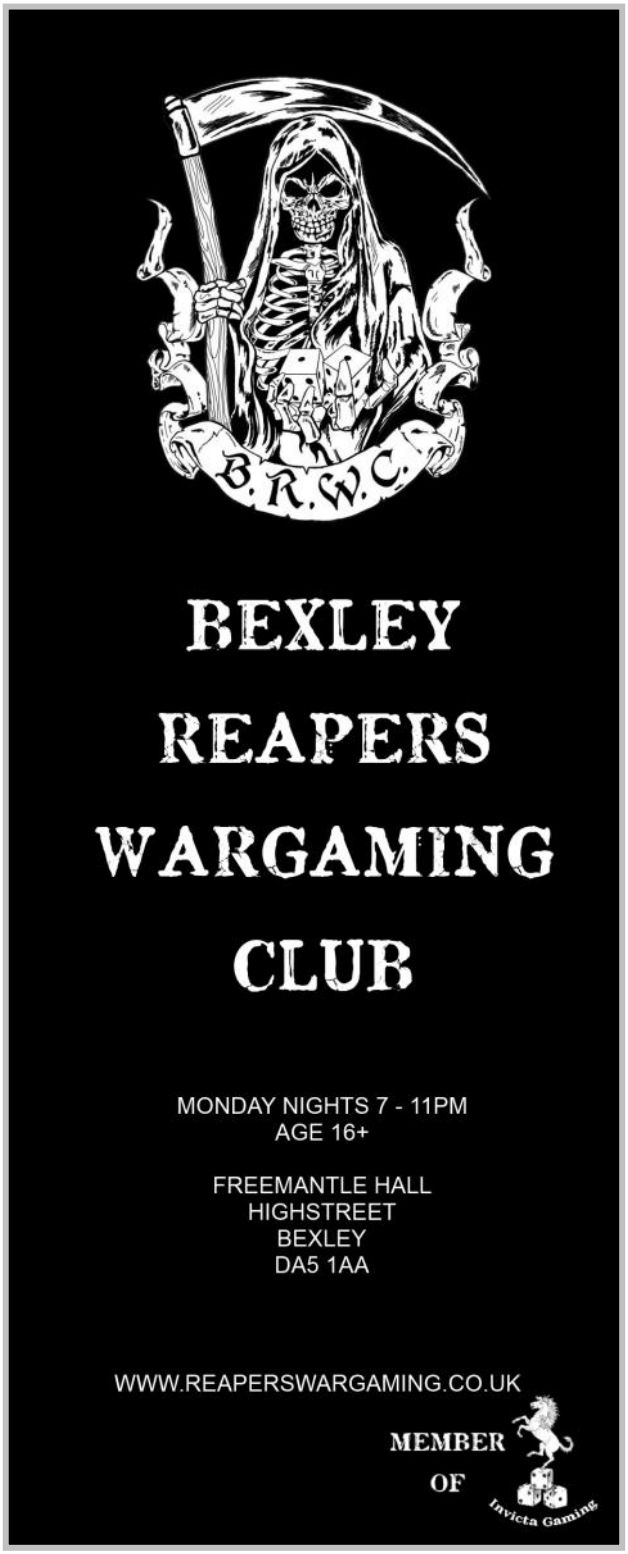

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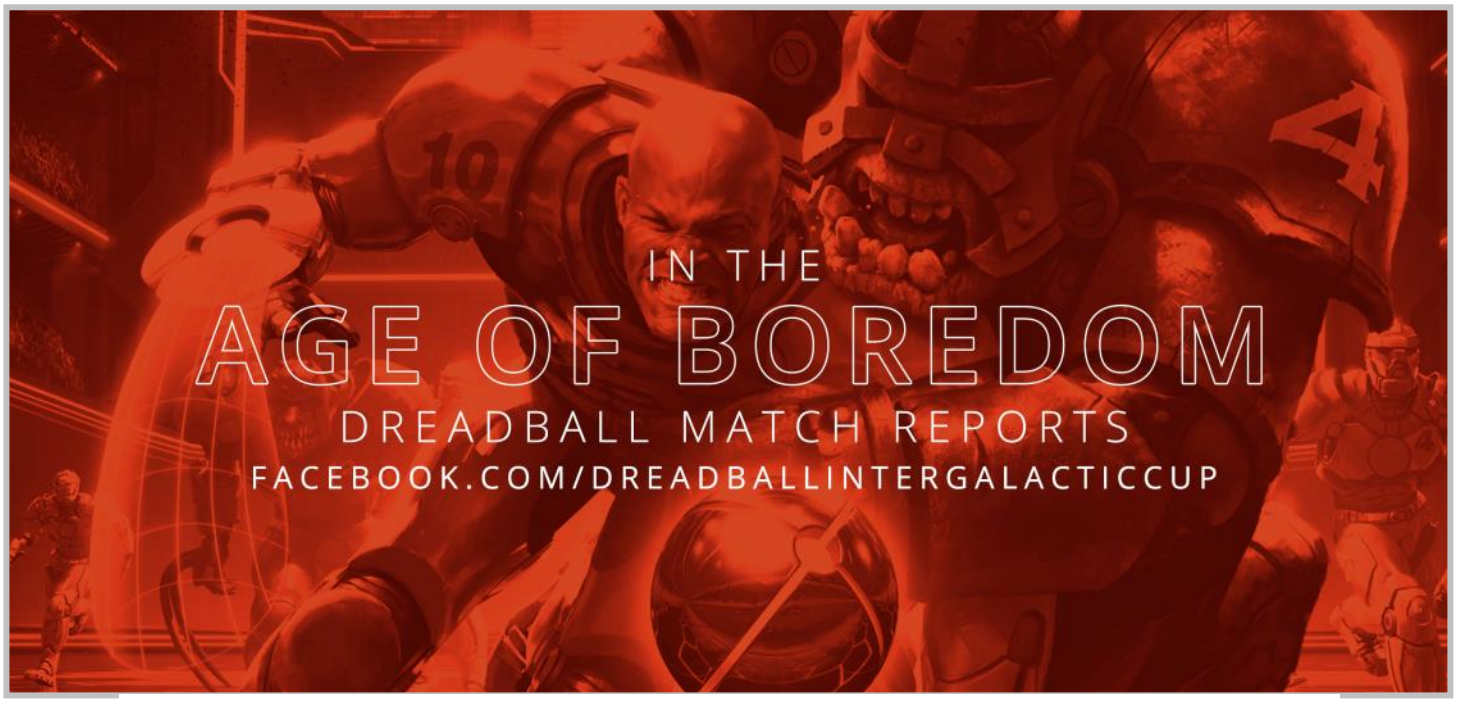

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